

U.S. Patent Application No. 10/031,282  
Reply to Final Office Action dated March 30, 2006

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450101-03040

### IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application. An identifier indicating the status of each claim is provided.

#### Listing of Claims

1. (Previously Presented) A video game system comprising a service provider and a video game device connected through a network, wherein  
said video game device comprises video game soft program read-out means for reading out a video game soft program from a video game program recording medium, client registration control means for getting access to said service provider through said network and performing client registration of said video game soft program, control means for controlling of progressing a video game in accordance with a video soft program read out by said video game soft program read-out means, getting access to said service provider through said network when the game stage of said video game is cleared, and obtaining privilege information corresponding to the cleared game stage from said service provider, aid printing control means for converting the privilege information obtained from said service provider into printing data, and outputting the printing data; and  
said service provider comprises database administration means for administrating privilege data base in which privilege information corresponding to a game stage of a video game and client data base in which client information of said video game is registered, and distribution control means for controlling of accepting access based on said client information from the video game device connected through said network, taking out privilege information

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corresponding to the cleared game stage by said database administration means, and distributing said privilege information,

wherein advertisement information is registered by said data base administration means, and said advertisement information is added to said privilege information and distributed by said distribution control means.

2. (Original) The video game system according to claim 1, wherein said service provider distributes said privilege information by adding thereto a printing control program capable of printing said privilege information thereto by said distribution control means.

3. (Canceled)

4. (Original) The video game system according to claim 1, wherein said service provider distributes said privilege information by adding identification information thereto by said distribution control means.

5. (Original) The video game system according to claim 4, further comprising validity determination means for notifying determination of validity of said privilege information on the basis of said identification information through said network on the basis of identification information added to said privilege information when privilege based on said privilege information is exercised.

6. (Previously Presented) A video game system, comprising:

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a video game program recording medium having a video game soft program recorded therein comprising a video game soft program body, privilege information corresponding to a game stage of a video game progressed in accordance with a video game soft program, and a printing control program capable of printing privilege information corresponding to a cleared game stage when the game stage is cleared;

a video game device comprising video game soft program read-out means for reading out said video game soft program from the recording medium, and control means for progressing a video game in accordance with the video game soft program read out by the video game soft program read-out means, and converting privilege information corresponding to the cleared game stage in accordance with said printing control program into printing data, and outputting the printing data when the game stage of said video game is cleared,

wherein advertisement information is registered by a data base administration means, and said advertisement information is added to said privilege information and distributed by a distribution control means; and

a printer device for printing said printing data output from said video game device.

7. (Previously Presented) A video game system comprising a service provider and a video game device connected through a network, wherein

said video game device comprises video game soft program read-out means for reading out the video game soft program from a video game program recording medium having a video game soft program that can be read and executed by a computer including a video game soft program body, and identification information for getting access, when a game stage of a

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video game progressed in accordance with a video game soft program is cleared, to a service provider to obtain privilege information corresponding to the cleared game stage, and printing the privilege information, control means for controlling of progressing a video game in accordance with a video game soft program read out by the video game soft program read-out means, and getting access to a service provider on the basis of the identification information to obtain privilege information corresponding to the cleared game stage, when the game stage of the video game is cleared, and printing control means for converting the privilege information obtained from the service provider into printing data, and outputting the printing data; and

said service provider comprises data base administration means for administrating data base including privilege information corresponding to a game stage of a video game, and distribution control means for controlling of accepting access based on said identification information from the video game device connected through a network and taking out privilege information corresponding to the cleared game stage by said data base administration means to distribute said privilege information,

wherein advertisement information is registered by said data base administration means, and said advertisement information is added to said privilege information and distributed by said distribution control means.

8. (Previously Presented) A service provider system, comprising:

data base administration means for administrating privilege data base in which privilege information corresponding to a game stage of a video game is registered and client data base in which client information of the video game is registered; and

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distribution control means for controlling of accepting access based on said client information from a video game device connected through said network and taking out privilege information corresponding to the cleared game stage by said data base administration means to distribute said privilege information,

wherein advertisement information is registered by said data base administration means, and said advertisement information is added to said privilege information and distributed by said distribution control means.

9. (Original) The service provider system according to claim 8, wherein said distribution control means distributes said privilege information by adding thereto a printing control program capable of printing said privilege information.

10. (Canceled)

11. (Original) The service provider system according to claim 8, wherein said privilege information is distributed with identification information added thereto by said distribution control means.

12. (Original) The service provider system according to claim 11, further comprising validity determination means for notifying determination of validity of said privilege information on the basis of said identification information through said network on the basis of identification information added to said privilege information when privilege based on said

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privilege information is exercised.

13. (Previously Presented) A service provider system, comprising:

data base administration means for administrating data base including privilege information corresponding to a game stage of a video game; and

distribution control means for controlling of accepting access based on identification information from a video game device connected through a network, taking out privilege information corresponding to a cleared game stage in said video game device by said data base administration means, and distributing said privilege information,

wherein advertisement information is registered by said data base administration means, and said advertisement information is added to said privilege information and distributed by said distribution control means.

14. (Original) The service provider system according to claim 13, wherein

said distribution control means controls distributing process of a printing control program capable of printing said privilege information along with said privilege information.

15. (Previously Presented) A video game device, comprising:

video game soft program read-out means for reading out the video game soft program from a recording medium having a video game soft program recorded therein comprising a video game program body, privilege information corresponding to a game stage of a video game progressed in accordance with a video game soft program, and a printing control

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program capable of printing privilege information corresponding to the cleared game stage when the game stage is cleared; and

control means for progressing a video game in accordance with a video game soft program read out by said video game soft program read-out means and converting privilege information corresponding to the cleared game stage in accordance with said printing control program into printing data, and outputting the printing data when the game stage of said video game is cleared,

wherein advertisement information is registered by a data base administration means, and said advertisement information is added to said privilege information and distributed by a distribution control means.

16. (Previously Presented) A video game device, comprising:

video game soft program read-out means for getting access, when a game stage of a video game progressed in accordance with a video game soft program is cleared, to a service provider, and reading out said video game soft program from a video game program recording medium having a video game soft program that can be read and executed by a computer including a video game soft program body and identification information to obtain privilege information corresponding to a cleared game stage, and printing the privilege information;

control means for controlling of progressing a video game in accordance with the video game soft program read out by said video game soft program read-out means, and getting access to a service provider on the basis of said identification information, when the game stage of said video game is cleared, to obtain privilege information corresponding to the cleared game stage from said service provider,

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wherein advertisement information is registered by a data base administration means, and said advertisement information is added to said privileged information and distributed by a distribution control means; and

printing control means for converting the privilege information obtained from said service provider into printing data, and outputting the printing data.

17. (Original) The video game device according to claim 16, wherein said control means controls reading out individual identification information every game stage cleared from a video game program recording medium, and obtaining privilege information from said service provider.

18. (Original) The video game device according to claim 16, wherein said control means controls producing individual new identification information every game stage cleared on the basis of identification information read out from a video game program recording medium, using the produced identification information to get access to a service provider, and obtaining privilege information corresponding to the cleared game stage from said service provider.

19. (Previously Presented) A control method for a video game device comprising:

reading out a video game soft program from a video game program recording medium having a video game soft program recorded comprising a video game soft program, privilege information corresponding to a game stage of a video game progressed in accordance



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with a video game program, and a printing control program capable of printing privilege information corresponding to a cleared game stage when the game stage is cleared;  
progressing a video game in accordance with the video game soft program; and  
converting privilege information corresponding to a cleared game stage in accordance with the printing control program, and printing the converted privilege information, when the game stage of the video game is cleared,  
wherein a service provider administers advertisement data base in which advertisement information is registered, and distributes said privileged information by adding advertisement information thereto.

20. (Previously Presented) A printing control method in a video game system comprising a service provider and a video game device connected through a network, comprising the steps of:

reading out a video game soft program from a video game program recording medium having a video game soft program that can be read and executed by a computer including a video soft program body and identification information for obtaining privilege information corresponding to a cleared game stage, and printing the privilege information by getting access to a service provider when a game stage of a video game progressed in accordance with a video game soft program is cleared;

progressing a video game in accordance with said video game soft program;  
getting access to a service provider on the basis of the identification information to obtain privilege information corresponding to a cleared game stage from the service provider, when the game stage of the video game is cleared; and

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converting the privilege information obtained from the service provider into  
printing data, and printing the printing data,

wherein said service provider administers advertisement data base in which  
advertisement information is registered, and distributes said privilege information by adding  
advertisement information thereto.

21. (Original) The printing control method in a video game system according  
to claim 20, wherein a printing control program capable of printing said privilege information is  
read out from the recording medium, and privilege information obtained from said service  
provider is converted into printing data in accordance with said printing control program, and  
printed.

22. (Original) The printing control method in a video game system according  
to claim 20, wherein a printing control program capable of printing said privilege information is  
obtained from said service provider, and privilege information obtained from said service  
provider is converted into printing data in accordance with said printing control program, and  
printed.

23. (Previously Presented) A video game program recording medium  
recording a video game soft program that can be read and executed by a computer comprising:  
a video game soft program body;  
privilege information corresponding to a game stage of a video game progressed  
in accordance with a video game soft program,

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wherein a service provider administers advertisement data base in which advertisement information is registered, and distributes said privilege information by adding advertisement information thereto; and

a printing control program for reading out and capable of printing privilege information corresponding to a cleared game stage when the game stage is cleared.

24. (Previously Presented) The recording medium according to claim 23, wherein said printing control program includes a printer driver.

25. (Previously Presented) A video game program recording medium recording a video game soft program that can be read and executed by a computer including:  
a video game soft program body; and  
identification information for obtaining and printing privilege information corresponding to a cleared game stage by getting access to a service provider when a game stage of a video game progressed in accordance with a video game soft program is cleared,  
wherein said service provider administers advertisement data base in which advertisement information is registered, and distributes said privilege information by adding advertisement information thereto.

26. (Previously Presented) The recording medium according to claim 25, wherein the video game soft program includes individual identification information every game stage.

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27. (Previously Presented) The recording medium according to claim 25,  
wherein the video game soft program includes a printing control program capable of printing  
said privilege information.